

ULTI

DOC

III

BY

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BEFORE USING ULTI-DOC III: Character editor

Although MagicSoft has tested Ulti-Doc III on numerous copies of Ultima III character disks, and Ulti-Doc III edits the character disk directly, we suggest you back up your character disk before editing, and to use the back up from then on. The character disk may be edited with any good copy utility, including COPYA.

USING ULTI-DOC III: Character editor

The first step to using Ulti-Doc III is to boot it, or PR#6 it. Once booted, using Ulti-Doc III is a simple matter of following His directions, and moving from menu to menu. Moving from menu to menu is simple: at each menu you choose from a list of options. The keystroke for executing each option is offset by parenthesis. To execute an option, just press the Key indicated, and then RETURN. (At the CAST OF CHARACTERS MENU, and the LABORATORY MENU, a RETURN is not necessary)

Since Ulti-Doc III uses a hierarchy of menus, it is a simple matter to return to a previous menu: just press RETURN.

When you are done editing your party, return to the CAST OF CHARACTERS menu, and press "S" to save your changes, otherwise your changes will not work.

BREAKDOWN OF MENUS

CAST OF CHARACTERS

This is the first menu you encounter. It lists the characters of your party (up to 4). You choose which character you wish to edit by pressing the corresponding number (between 1 and 4).

SHOP CHOICE

This is the second menu you encounter. Once you choose a character, you will enter this menu. There are then four sub-menus which actually list the attributes available for editing:

(G)OD'S PAWN SHOP

Miscellaneous attributes such as Strength, Hit Points, Magic Points and Food.

(S)AMURAI SHOP

This is the place to get weapons. You can stock up on up to 99 of each weapon, even Exotics! You can also (R)EADY a weapon from here, the advantage being that Ulti-Doc III lets ANYONE ready ANY weapon. For example, your Wizard can (R)EADY a +4 bow!

(A)RMOUR SHOP

This is the place to get armour. Stock up on up to 99 of each type of armor, up to Exotics.

(L)ABORATORY

This shop is, perhaps, the most important. It allows you to change the status (ealth) if your character to anything you like...like from DEAD to GOOD. This is called resurrection. You may also change RACE, CLASS, or even SEX of your character without losing any abilities that you previously gained. For example, if you changed a Wizard with 35MP to a Fighter, the fighter would then have 35MP!

BACK PAGE GOODIES

* DO NOT READ UNLESS YOU ARE THROUGH EXPLORING ULTIMA III *

LIST OF ALL TOWNS/CASTLES/OTHER:

moon, grey, yew, lord british's town, dawn, fawn, montor east, montor west, devils guard, death gulch, british castle, exodus castle, shrine land.

GETTING TO DAWN:

Dawn is found 10 west, 5 north of Montor West. It appears only when the new moons appear.

EXOTICS PURPOSE:

When you get to exodus castle, monsters inside will attack you. They cannot be hurt unless you have Exotics.

GETTING EXOTICS:

<DIG> for exotic arms on island due north of YEW. <DIG> for exotic armour on island due east of grey, 12 squares.

USES OF SHRINES:

Shrines have two purposes: 1) they raise your STR/WIS/INT if paid enough GP, 2) <SEARCH> them to get CARDS.

USES OF CARDS:

Cards are used to kill exodus. Exodus is divided into four parts, there are four cards...get it?

GETTING TO THE SHRINE LAND

Take your boat down the whirl-pool. Don't hit reset.

GETTING TO EXODUS CASTLE:

Exodus castle is the lower left island when you Peer at the world. It is reached by ship. Go to the square directly south of the snake and yell the special word 'EVOCARE'.

KILLING EXODUS:

Killing exodus is achieved by <INSERT>ing the four cards into the four parts of exodus. Of course, they must be done in the proper order...

ORDER OF CARDS:

The order, from left exodus to right is: Love, Sol, Moon, Death.